

## ABSTRACT

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The present invention relates to a novel interactive virtual reality (VR) performance theater and environment in which a plurality of participants enjoy an entertainment  
5 and/or educational experience. The performance is viewed by the participants through VR display devices such as a head mounted display, wherein both an immersive graphical environment and live and/or pre-recorded performers are viewed. The participants exert limited control over the  
10 content and outcome of the performance through the use of input devices, such as hand held input devices having a plurality of buttons, and/or voice communications, while viewing the live or pre-recorded performers whom are mixed within the immersive VR environment. The system uses  
15 interconnected computers, video and audio processing devices, and furthermore includes a network interconnecting the computers, participants, and live/pre-recorded performers for video, audio, and graphics transmission.